



# JEOPARDY!

## INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM

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**GAMETEK**

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



**PRESENTING JEOPARDY!® featuring ALEX TREBEK for your SEGA GENESIS SYSTEM.** With over 3,500 new questions in over 700 categories, amazing new digitized graphics and sound effects, you'll feel as if you're actually in the studio. Soon you'll experience the challenge of one of America's favorite TV game shows.

**THANK YOU** for purchasing Gametek's JEOPARDY! featuring ALEX TREBEK Cartridge for your SEGA GENESIS SYSTEM. Before you begin, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Genesis Cartridge. Please save your manual in a convenient place for future reference.

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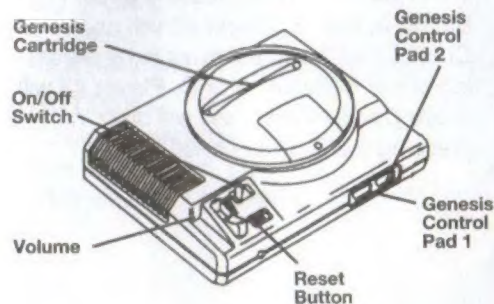
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## STARTING UP

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in the Control Pad(s).
2. Make sure the power switch is OFF. Then insert the Jeopardy! featuring Alex Trebek Cartridge into the console.
3. Turn the power switch ON. In a few moments, the title screen will appear.
4. If the title screen does not appear, turn the power switch OFF. Make sure that your system is set up correctly and the Cartridge is properly inserted. Then turn the Power switch ON again.

**IMPORTANT:** Always make sure the power switch is turned OFF before inserting or removing Cartridge.

**NOTE:** Jeopardy! featuring Alex Trebek can be played with up to three players. However, in order to play with three human players, you will need to have two Control Pads.



## HOW TO USE YOUR CONTROLLER

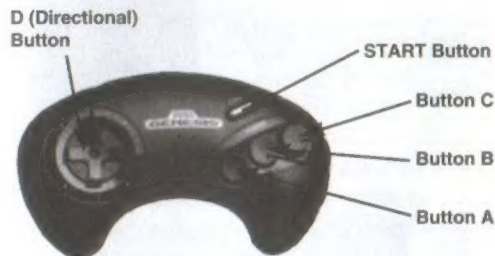
If 1 player is playing alone against the computer, only Control Pad 1 is used. The player will buzz in by pressing either Button A, B or C.

If 2 human players are competing, either alone or against a third computer opponent, and you have one Control Pad, then both players will share the Control Pad. Player #1 will buzz in by pressing either Button A, B or C, Player #2 will buzz in by pressing the D (Directional) Button.

If 2 human players are competing, either alone or against the computer, and you have two Control Pads, then Player #1 uses Control Pad 1 and Player #2 uses Control Pad 2. Both players will buzz in by pressing either Button A, B or C on their respective Control Pads.

If 3 human players are competing simultaneously, two Control Pads are required. Player #1 will use Control Pad 1 and will buzz in by pressing either Button A, B or C. Player #2 will use Control Pad 2 and will buzz in by pressing either Button A, B or C. Player #3 will share Control Pad 2 and will buzz in by pressing the D (Directional) Button.

**NOTE:** The game can only be set up by entering the answers to the set-up questions at the beginning of the game with Control Pad 1.



### START BUTTON

- Begins Game Play

### D (DIRECTIONAL) BUTTON

- Moves Cursor
- Buzzes in (as indicated above)

### BUTTON A

- Locks in cursor selection (letters, categories, etc.)
- Buzzes in (as indicated on page 6)

### BUTTON B

- Deletes
- Buzzes in (as indicated on page 6)

### BUTTON C

- Locks in response
- Locks in wager
- Buzzes in (as indicated on page 6)



## SETTING UP THE GAME

When setting up the game only responses entered by Control Pad 1 will be accepted.

1. To begin the game, Player #1 press the START Button.



2. Now enter the number of Control Pads that you will be playing with — 1 or 2. Press either Button A, B or C to lock in your selection.

**NOTE: Remember that you will need two Control Pads to play with three human contestants.**

3. Player #1, select the number of human players that will be competing (1-3) by moving the D (directional) Button LEFT or RIGHT until the desired number is displayed on the screen. Press either Button A, B or C to lock in your selection.



**NOTE: If you have only entered 1 Control Pad, then the computer will only prompt you to choose between 1 or 2 human players.**

4. If you have entered either 1 or 2 players, then you may wish to play against a computer opponent. Player



#1, make the selection by moving the D (Directional) Button LEFT or RIGHT until the desired number of computer opponents appears. Press either Button A, B or C to lock in your selection

5. Player #1, select a character by moving the D (Directional) Button LEFT or RIGHT until the desired character appears. Lock in your selection by pressing either Button A, B or C.



6. Player #1, enter your name by moving the cursor over the desired letters and locking in your selections by pressing Button A. You may delete an entry by pressing Button B. To lock in your name, press Button C.



**NOTE: Once you have pressed Button C, you will not be able to change your response. Therefore, be careful in your use of the Control Pad.**

**A.I.Q.**

7. After your name has been entered, a screen showing two Control Pads will appear. The buttons that are flashing will be the buttons that you'll use to buzz in to enter your responses.

8. Player #2 and #3, repeat steps 5-7.



9. Once all players have entered their names and chosen their contestants, the computer will reveal the identity of the computer player(s). Then the Jeopardy! Round will begin.

## HOW TO PLAY JEOPARDY

1. After all names have been entered, the Jeopardy! board will appear on the screen. The dollar values will be placed on the board and the Jeopardy! categories will be revealed.



Player #1 will go first; choose a category and a dollar value. To do this, move the cursor over your selection by moving the D (Directional) Button LEFT, RIGHT, UP or DOWN. Lock in your selection by pressing Button A.



**NOTE:** Categories are often abbreviated at the top of the column because of space limitations, but the same categories are spelled out at the bottom of the screen.

2. At this point, the categories that have been assigned to this round may be changed by pressing Button C. This must be done while the message appears on the screen.

**NOTE:** The categories and questions are assigned at random and, while it is unlikely, you may experience some repeat categories or questions.

Therefore, if you are familiar with the categories that appear in any particular round, please use the above mentioned option to reshuffle the database.

3. After Player #1 has chosen a category and a wager, the "answer" will appear on the screen. In the

lower right-hand corner, a stop sign will appear. In order to allow ample time for all contestants to read the "answer," you will not be able to buzz in until the timer starts to countdown. Once the timer has begun, any player can buzz in. (See How to Use Your Controller for instructions on how to buzz in).





**AQ.**

4. The player who has buzzed in first will be given the chance to enter a response. The computer will identify the player by lighting up his or her podium.



The player who has buzzed in first will have control of the board. The "answer" will reappear on the screen, along with the first part of the "question" (WHO IS...or WHAT IS...or WHAT ARE, etc.). On the bottom of the screen, you will find a box containing the alphabet and the numerals 0-9. You will complete your response in this area. To input your response, move the cursor over the letter(s) or number(s) that you wish to select using the D (Directional) Button. Lock in your selection by pressing Button A. To delete a letter or a number, press Button B. To lock in your response, press Button C.



**NOTE: Once you have pressed Button C, you will be unable to change your response.**



5. If you have entered the correct response, the computer will display a message and add the appropriate amount to your earnings. If you have

answered incorrectly, then the computer will inform you of your incorrect entry and deduct the dollar value from your accumulated earnings.

6. If the response is incorrect, the "answer" then reappears on the screen giving the other players a chance to respond. (Once an incorrect response is given, you cannot try to buzz in again).



7. If no player buzzes in within the time allotted, then the correct "question" will appear on the screen. At this point, the same player who chose the "answer" will regain control of the board.

8. Play will continue until the board has been cleared.

## THE DAILY DOUBLE

1. During play, a hidden Daily Double appears in one of the 30 windows on the board. (The placement of the Daily Double is random.) If you are the player who has uncovered the Daily Double, you automatically shut out the other players and get to try the "question" alone.



2. If you have already accumulated earnings, then you may place your dollar value as follows:

**a) Minimum bet \$5.**

**b) If you have earned less than the highest dollar value on the board, then you may bet all or part of your earnings, or you may bet up to the highest dollar value on the board. For example, if you have earned \$300 and the highest dollar value on the board is \$500, then you may bet up to \$500.**

**c) If you have earned more than the highest dollar value on the board, then you may bet all or part of your total earnings. For example, if you have earned \$2200, then you may wager any amount between \$5 and \$2200.**

**3. If you do not have any accumulated earnings, then you may place a wager up to the highest dollar value on the board.**

**4. To place a wager, enter the amount as you would when responding to an "answer;" Button A will lock in the numbers and Button C will lock in your dollar value. (If you try to wager more than you are allowed, your wager will be corrected to reflect the maximum amount allowable).**

**5. Enter your response.**



**6. If your response is correct, the value of your dollar value is added to your score. If it is incorrect, then it will be deducted.**

**7. Only the player who has picked the Daily Double will be allowed to respond. If the player answers incorrectly, then play continues and the player makes another selection from the board.**

**8. In the Jeopardy! round there is one Daily Double. In the Double Jeopardy! round there are two.**

## **HOW TO PLAY DOUBLE JEOPARDY!**

**1. Once the Jeopardy! board has been cleared, the Double Jeopardy! round begins.**

**2. The player with the least amount of accumulated earnings will start the Double Jeopardy! round.**



**3. Double Jeopardy! is played in the same manner as the Jeopardy! round except that the categories will change and the dollar values on the board will double (\$200 - \$1000).**





## HOW TO PLAY FINAL JEOPARDY!

**PLEASE NOTE:** Only players showing a positive dollar value at the end of the Double Jeopardy! round will be allowed to compete in the Final Jeopardy! round.

1. First, the Final Jeopardy! category will be displayed. At this time, the contestant with the least amount of earnings will be prompted to place his or her wager. Press Button C to lock in your wager.

AT THIS TIME, ALL PLAYERS SHOULD TURN AWAY FROM THE SCREEN AND SHOULD STAY TURNED AWAY UNTIL THE CONTESTANT(S) HAS/HAVE COMPLETED PLACING HIS/HER WAGER(S) AND ENTERING HIS/HER RESPONSE(S).

2. A player may bet all, part or none of his/her accumulated earnings. After the wager has been placed, the "answer" will appear on the screen. The player must enter his/her response at this time. Press Button C to lock in your response.

3. Continue in this manner until all contestants have placed their bets and have entered their responses.



4. The computer will now reveal the "question" to the Final Jeopardy! "answer." Then, each player's response and dollar value will be revealed. At this time, the computer will display a message telling the player if his/her response was correct or incorrect. The scores are then adjusted accordingly.

5. The player with the highest accumulated earnings will be the **NEW JEOPARDY! CHAMPION!**



## MESSAGE TO PLAYERS

This game Cartridge uses a program which randomly accesses the puzzles. When your SEGA GENESIS SYSTEM is turned off, the entire question file is cleared. The categories and "answers" are chosen at random by the computer, so although there are over 3,500 "answers" in over 700 categories, repetition may occur. If during a round, you get a category that has appeared numerous times, you may exercise the option of changing the categories displayed by pressing Button C, when prompted. (You will only be allowed to change the board while the message is being displayed on the screen.)

Please note that the categories have numerous "answers;" therefore, just because the same category has appeared, does not mean that you will receive the same "answers."

This game has been programmed to utilize the entire TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

## HINTS ON GAME PLAY

1. Words should be spelled as accurately as possible. The program will allow for some minor misspellings. Be sure to check your response before locking it in.
2. If your "answer" deals with a person, try to give his/her full name; if applicable, his/her full title (i.e. George Washington or Henry VIII).
3. If the "question" is number oriented, the program will allow for either the spelling of the number or its numeric equivalent.
4. Spacing between words is optional.

## HANDLING YOUR CARTRIDGE

1. The SEGA GENESIS Cartridge is intended for use exclusively for the SEGA™ GENESIS™ System.
2. Do not bend it, crush it, or submerge it in liquids. Do not try to disassemble.
3. Avoid leaving the Cartridge in direct sunlight or near a radiator or other heat source.
4. Be sure to take an occasional break when playing for an extended period of time to rest yourself and the cartridge.



***Warning to owners of projection televisions:  
still pictures or images may cause perma-  
nent picture-tube damages or mark the phos-  
phor of the CRT. Avoid repeated or extended  
use of video games on large screen projec-  
tion televisions.***

Gametek would like to thank the following  
people for their time and effort in creating  
Jeopardy! featuring Alex Trebek for your  
Sega Genesis System:

Developed by Park Place  
Productions

Programmed by Gary Lindquist

Art by Michelle Simon

Music by Curt Toumanian

Producer for Park Place Productions,  
Richard Knox

Produced for Gametek by

Rod Humble

Executive Producer Elizabeth Curran

Manual written by Elizabeth Curran

Packaging and manual design by  
Steve Curran and John Tombley

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